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# Advanced Architectures

## Los Alamos Programming Models



**Ben Bergen**

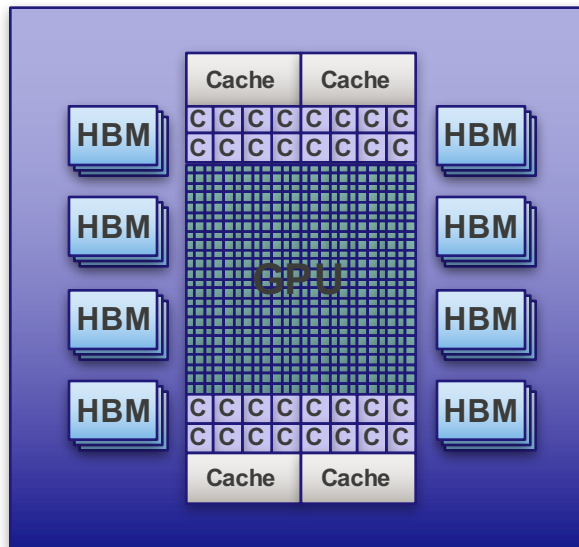
July 7<sup>th</sup>, 2016



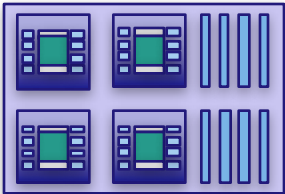
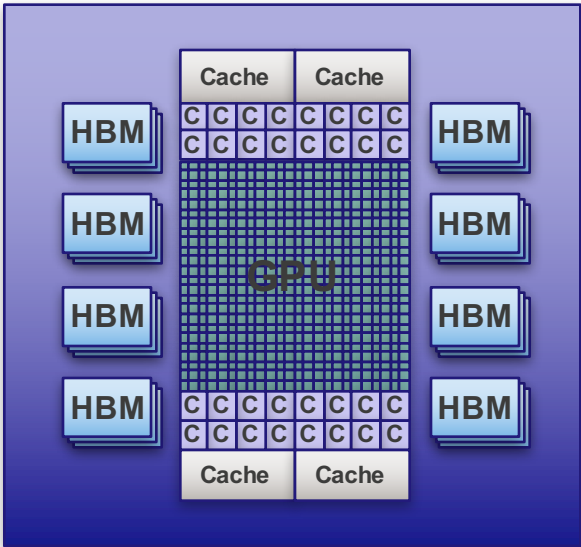
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# What are our assumptions?

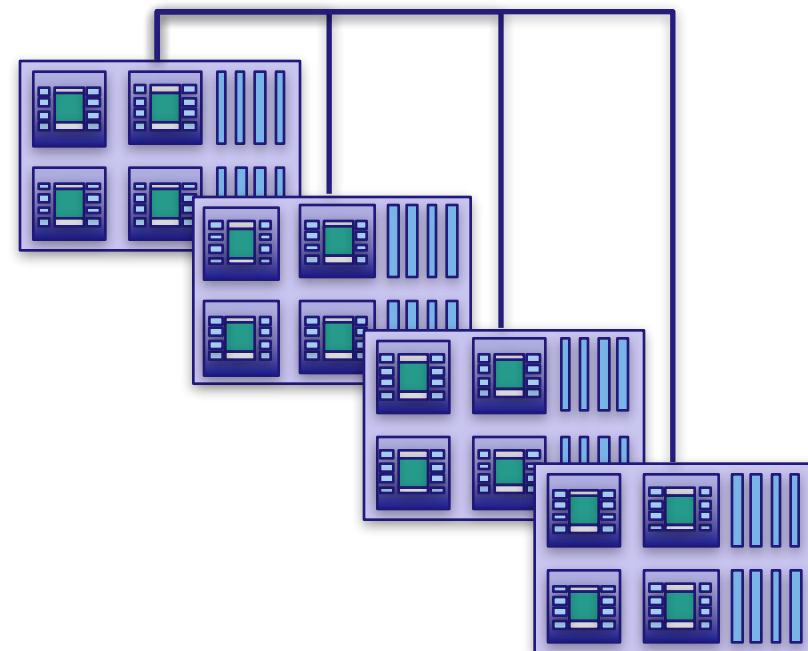
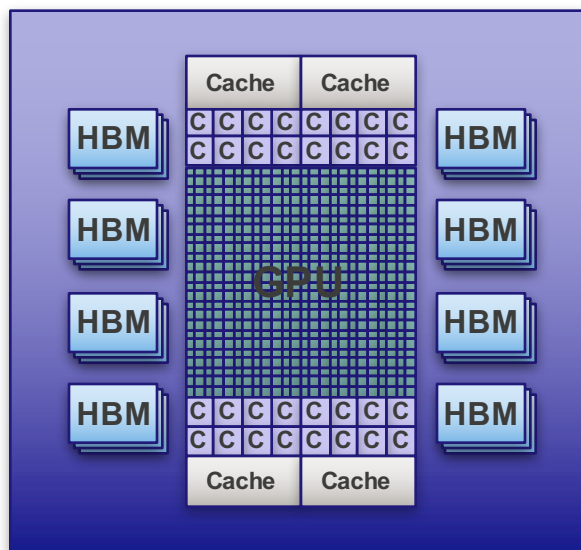
# We assume that processors will be heterogeneous...



We assume that there will be non-uniform memory access to capacity memory...

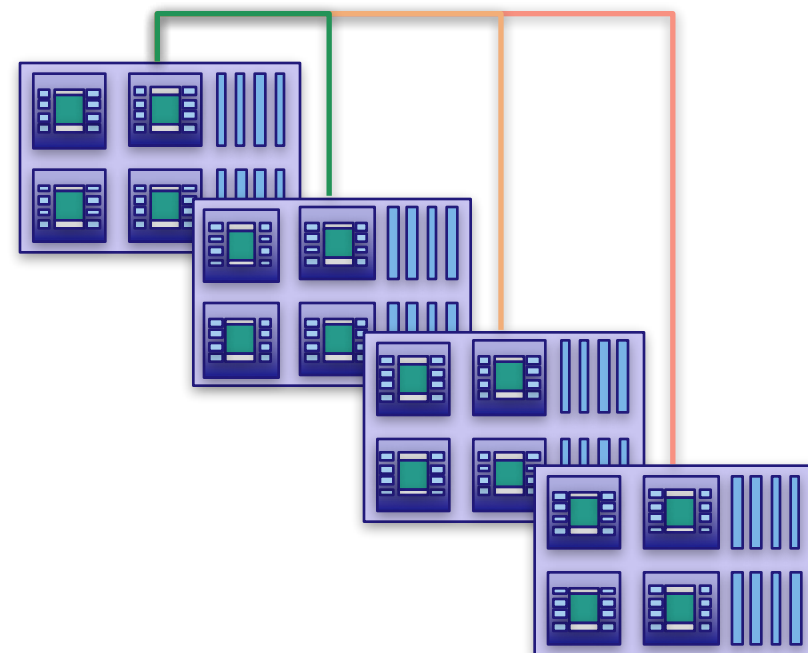
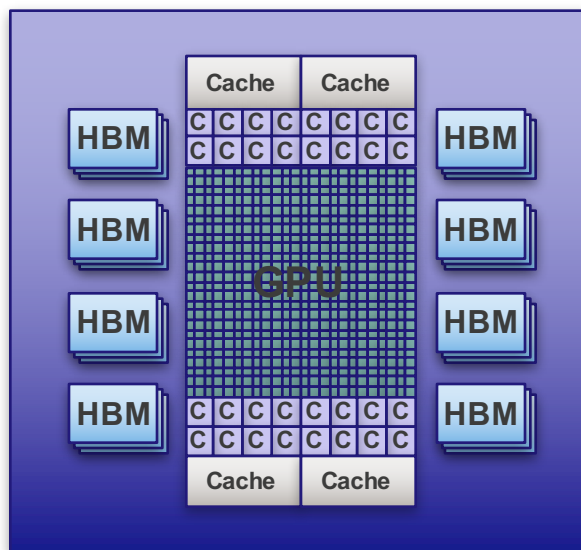


# We assume that systems will be composed of inter-connected nodes...

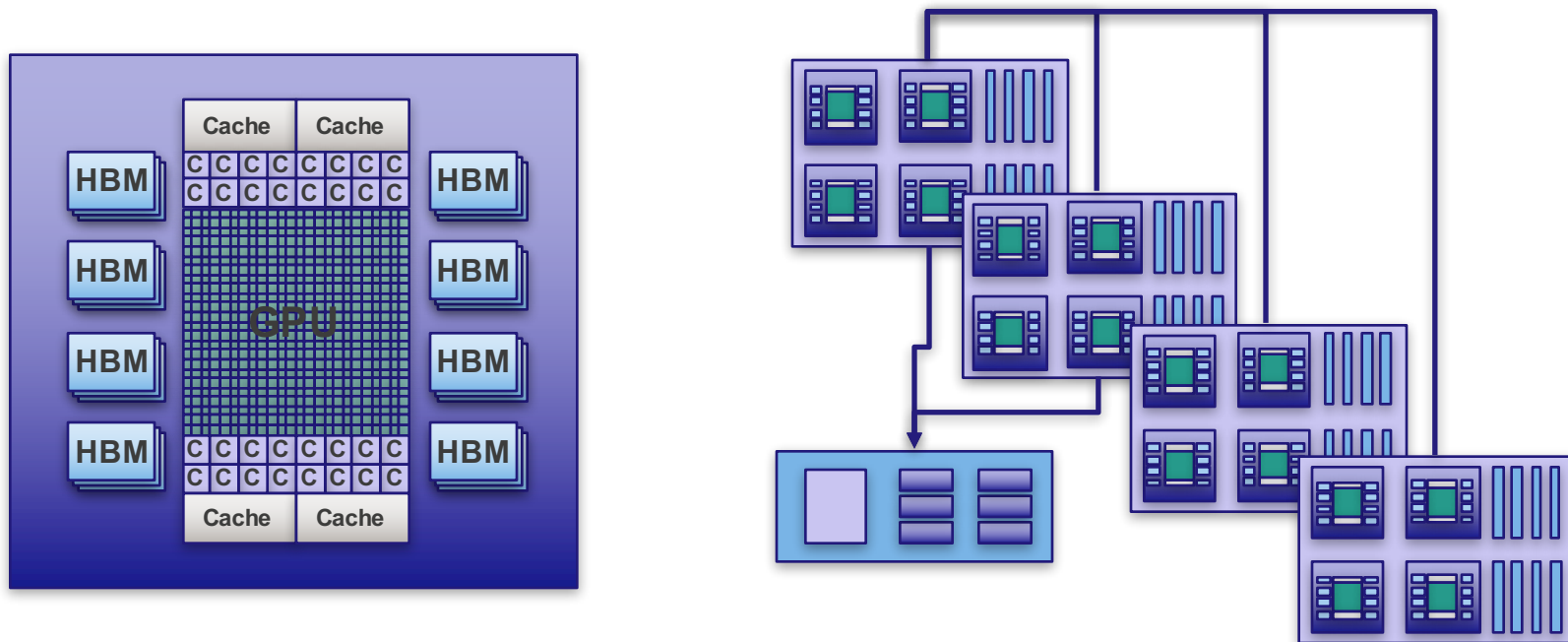




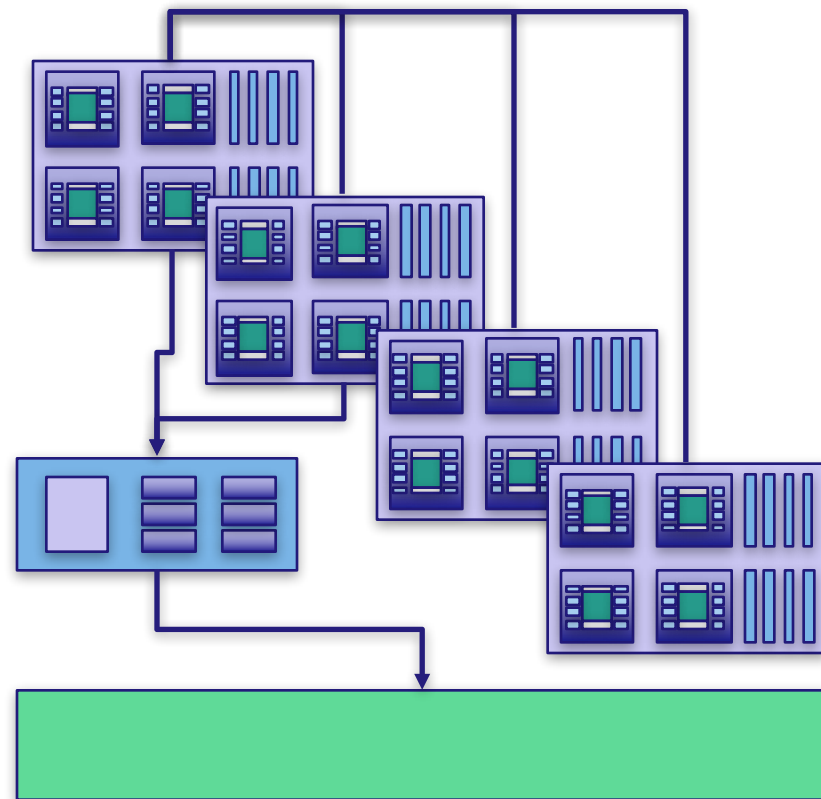
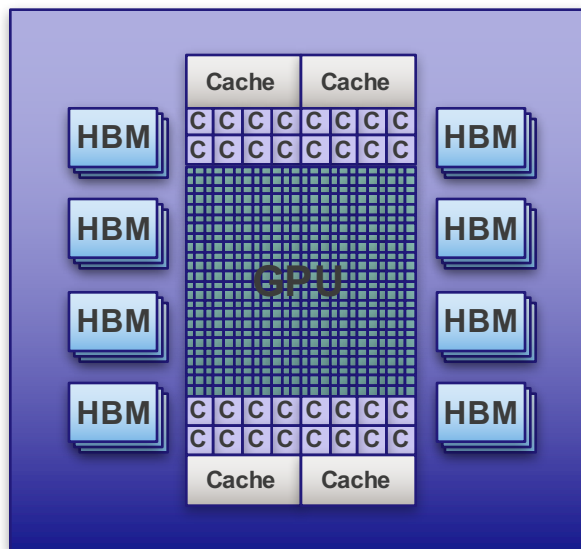
# ...and that they will have heterogeneous communication behavior...



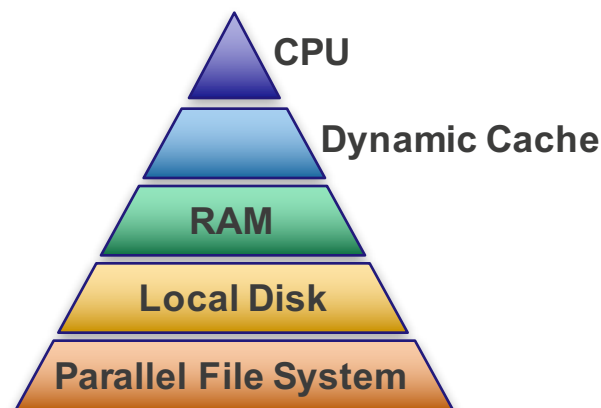
# We assume that there will be specialised management and I/O nodes...



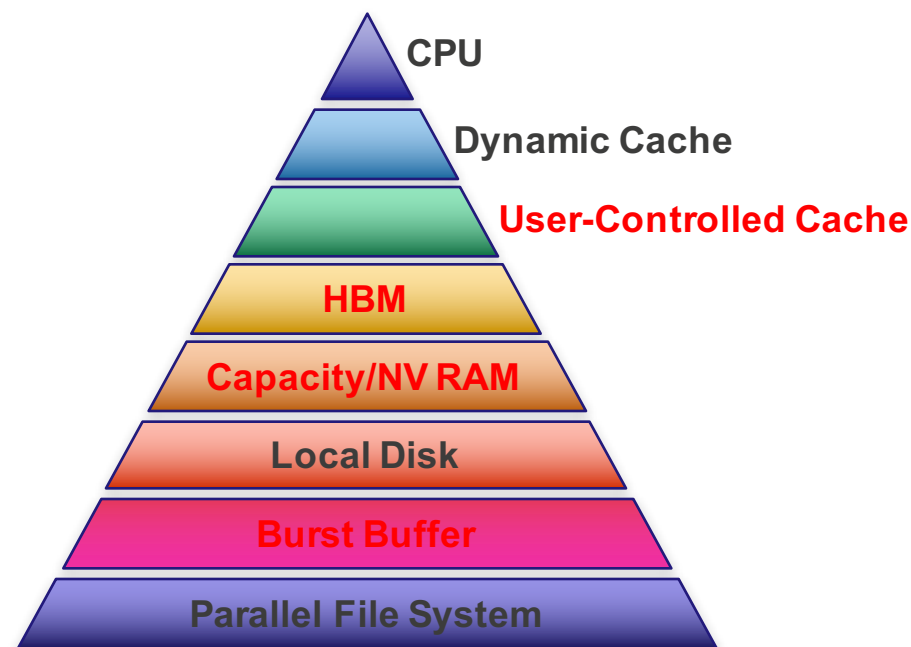
# We assume that there will be a parallel file system...



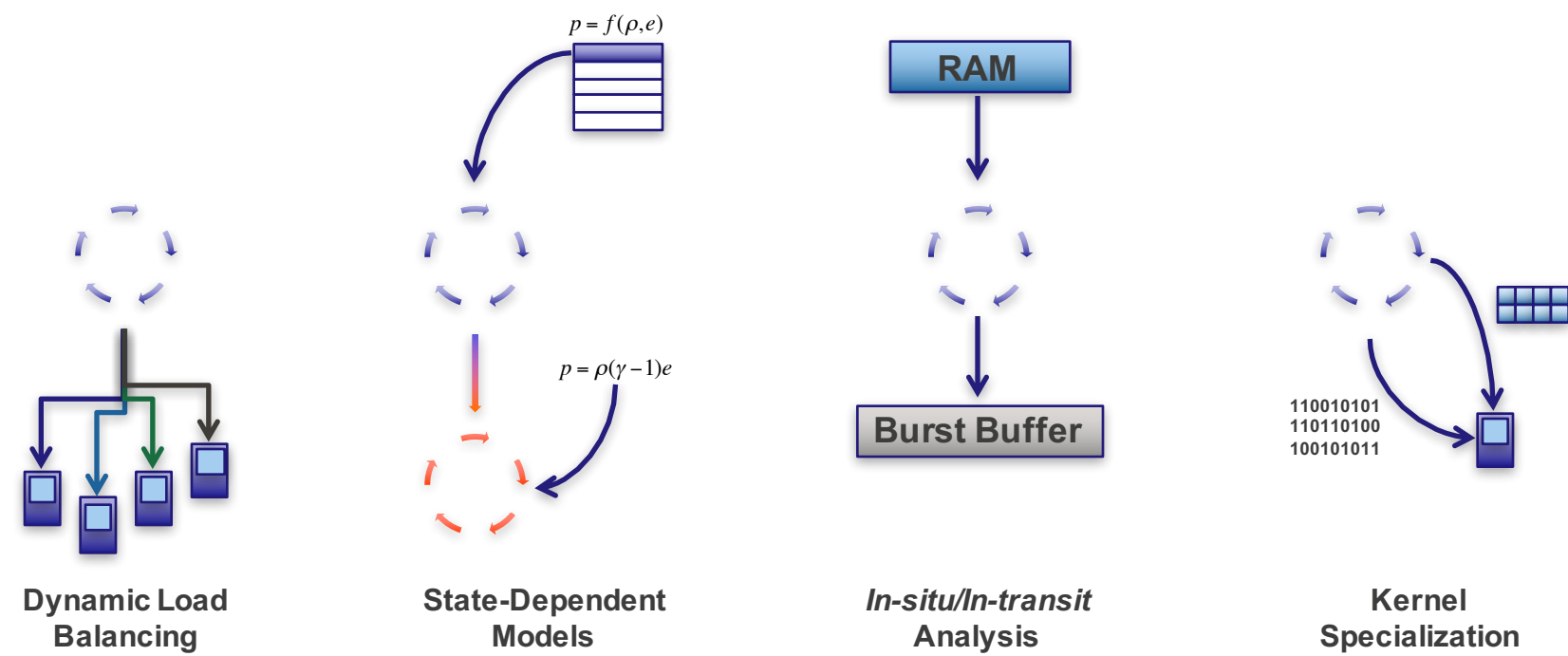
# We assume that there will be a more complex memory and I/O hierarchies...



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# We assume that we will do more complicated methods and workflows...



# We would like to use a hierarchical programming model...

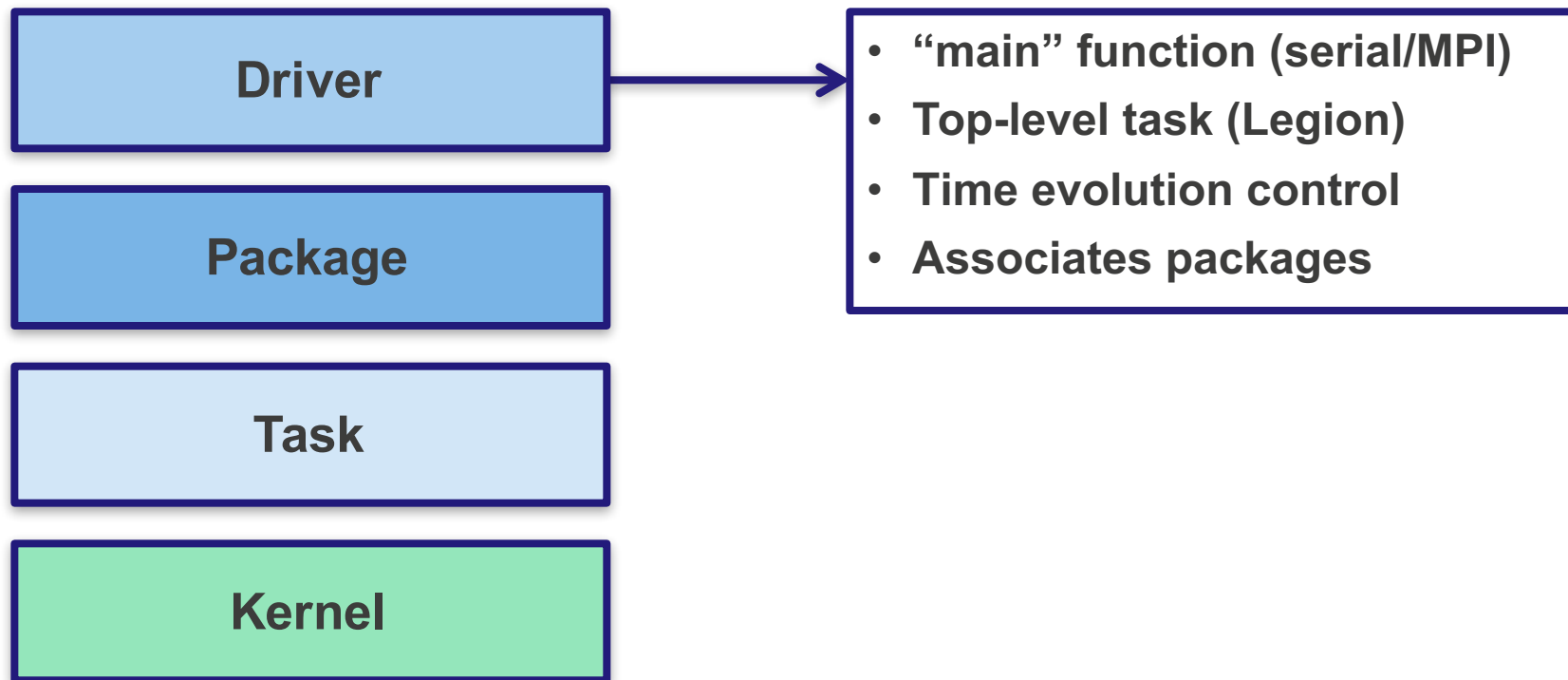
## System Level (inter-node)

- Task-Based
- Distributed-Memory
- Data-Centric (runtime understands application data)

## Node Level

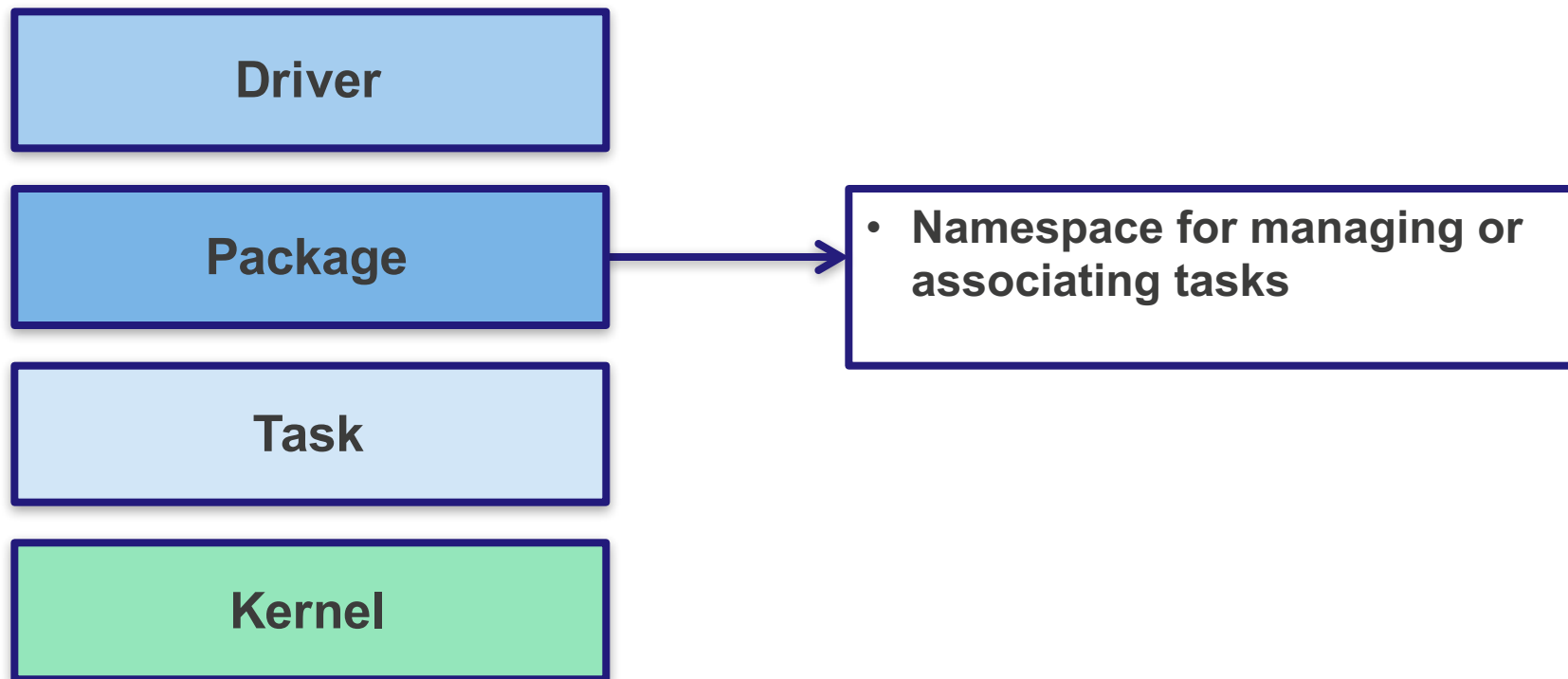
- Task-Based & Kernel-Based
- Relaxed Memory Consistency (between kernels)
- Sequential Memory Consistency (fine-grained)

# How do we map this to our internal nomenclature?

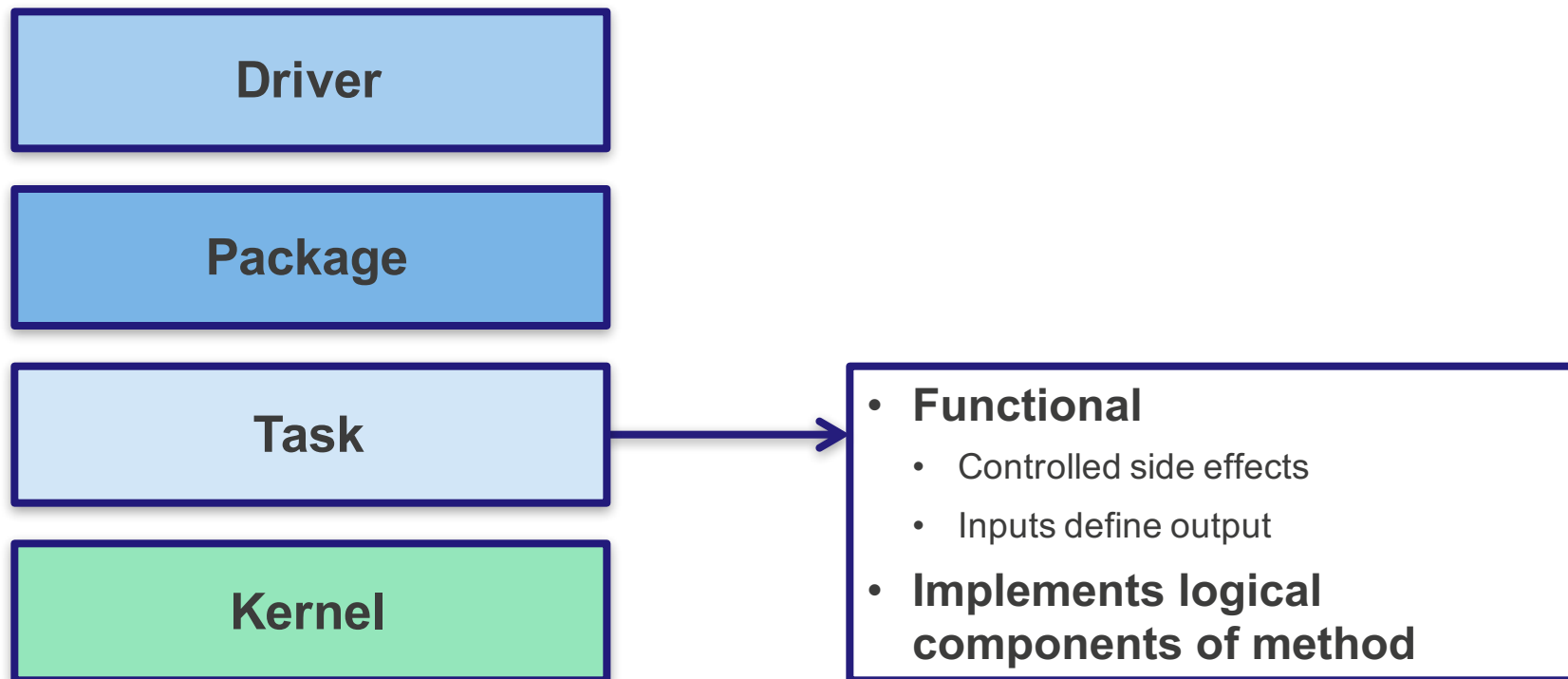




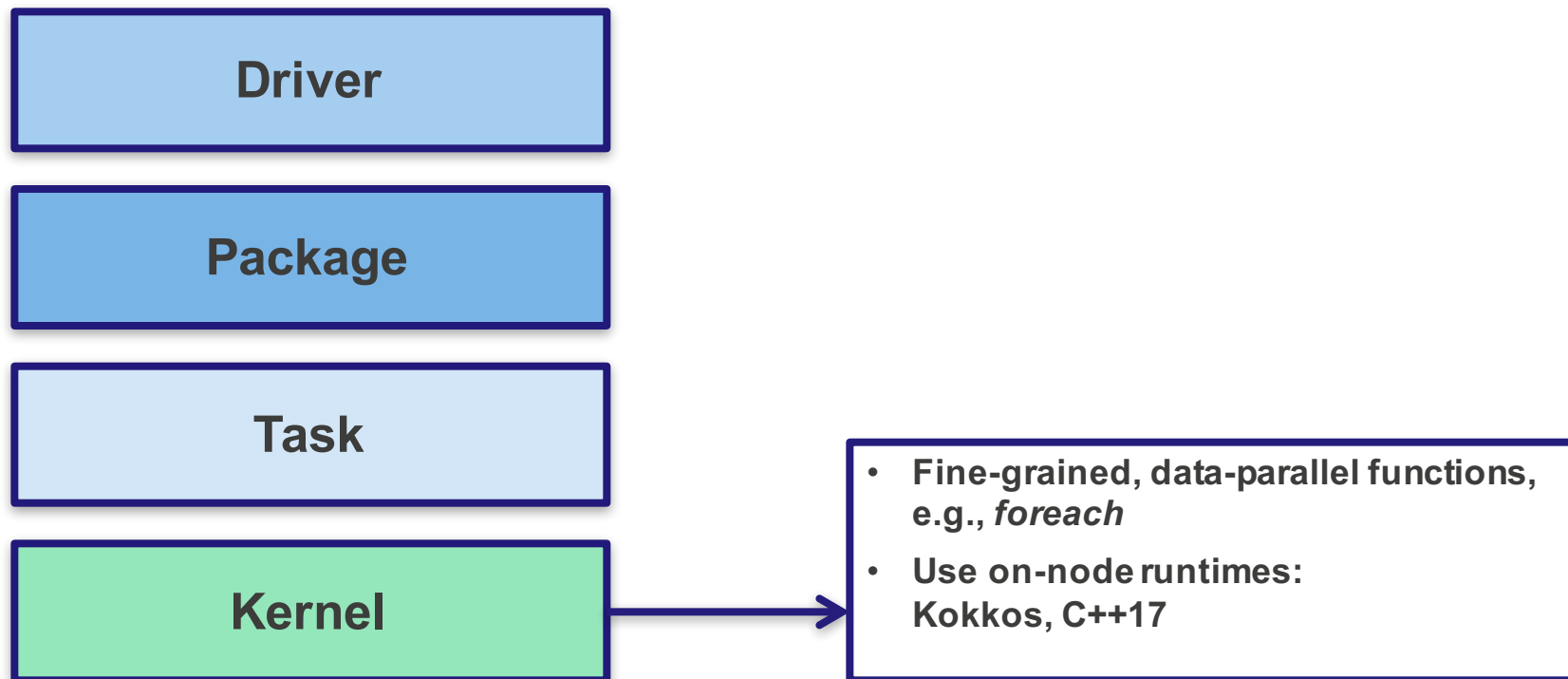
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# What are we doing?

- **Legion or STAPL for distributed-memory (system-level & node-level)**
- **Kokkos or C++17 for shared-memory (node-level)**
- **Flexible Computational Science Infrastructure (FleCSI) abstraction layer to insulate us from uncertainty of runtimes**
- **We will consider new runtimes as they mature or displace current instances...**